WolfSSL

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Contents

Abstract

This document was intended as a small introductory guide to wolf-ssl.
For the creation of this thesis I used the official wolfssl manual and some github repository related to wolfssl.

1 SSL Protocol

1.1 Introduction

The SSL protool is a client/server protocol that provides the following basic security services to the communicating peers:

- Authentication (both peer entity anda data origin authentication) services

- Connection confidentiality services

- Connection integrity services

The SSL protocol is sockets-oriented, meaning that all or none of the data that is sent to or received from a network connection is cryptographically protected in exactly the same way. It can be best viewed as an intermediate layer between the transport and the application layer that serves two purposes:

- Establish a secure connection between the commucating peers

- Use this connection to securely trasmit giher-layer protocol data from the sender to the reciever. It therefore fragments the data in pieces called fragments; each fragment is optionally compressed, authenticated, encrypted, prepended with a header, and transmitted to the reciever. Each data fragment prepared this way is sent in a distinct SSL record.
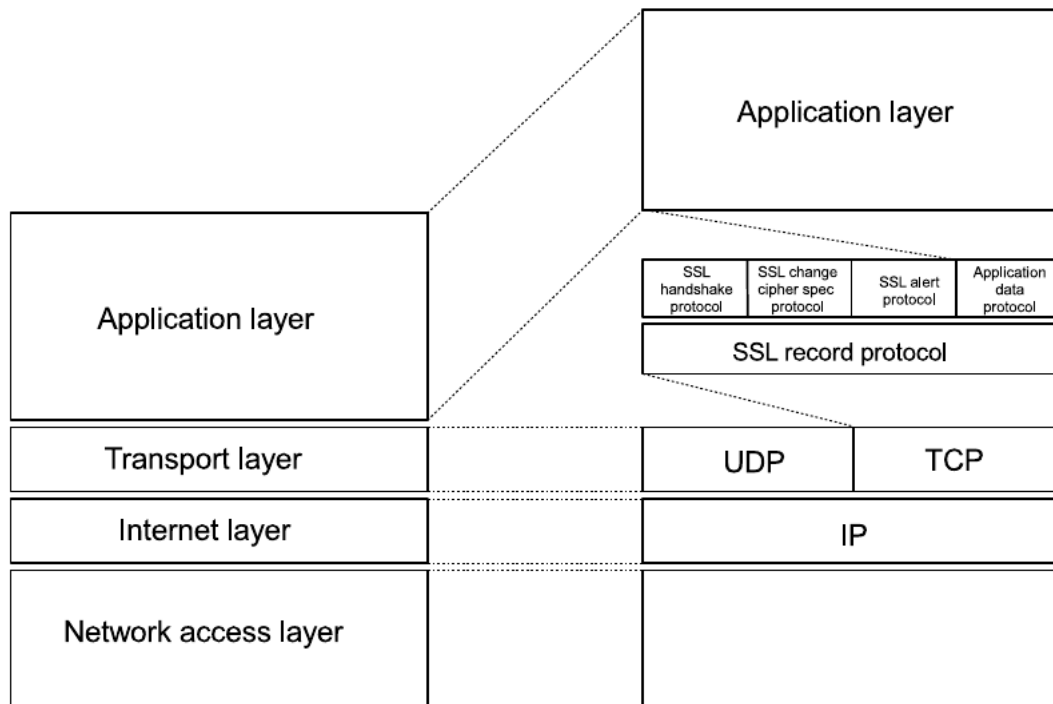
Figure 1: The SSL with its (sub)layer and (sub)protocols

The SSL consists of two sublayers and a few subprotocols:

- The lower sublayer is stacked on top of some connection-oriented and reliable transport layer protocol. This layer basically comprises the SSL record protocol that is used for the encapsulation of the higher-layer protocol data.

- The higher sublayer is stacked on top of the SSL record protocol and comprises four subprotocols.

  - The *SSL handshake protocol* is the core subprotocol of SSL. It is used for establishment of a secure connection. It allows the communicating peers to authenticate each other and to negotiate a cipher suite and a compression method.

  - The *SSL change cipher spec protocol* is used to put the parameters, set by the SSL handshake protocol in place and make them effective.

  - The *SSL alert protocol* allows the communicating peers to signal indicators of potential problems and send respective alert messages to each other.

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– The *SSL application data protocol* is used for the secure transmission of application data.

In spite of the fact that SSL consists of several subprotocols, we use the term *SSL protocol* to refer to all of them simultaneously.

1.2   SSL Handshake

The SSL handshake protocol is layered on top of the SSL record protocol. It allows a client and server to authenticate each other and to negotiate issues like cipher suites and compression methods.
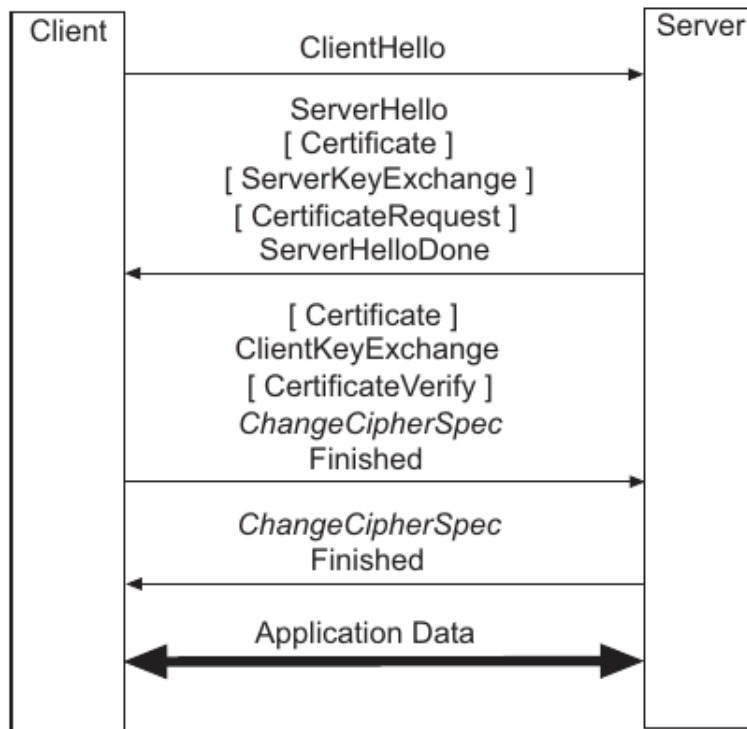

Figure 2: The SSL handshake protocol

The SSL handshake protocol comprises four sets of messages:

- The first flight comprises a single *ClientHello* message that is sent from the client to the server.

- The second flight comprises two messages that are sent back from the server to the client:

1. *ServerHello* message is sent in response to the *ClientHello* message

2. (optional) If the server is to authenticate itself, it may send a *Certificate* message to the client.

3. (optional) Under some circumstances, the server may send a *ServerKeyExchange* message to the client.

4. (optional) If the server requires the client to authenticate itself with a public key certificate, then it may send a *CertificateRequest* message to the client.

5. Finally, server send a *ServerHelloDone* message to the client.

- The third flight comprises three to five messages that are again sent from the client to the server:

  1. (optional) If the server has sent a *CertificateRequest* message, then the client sends a *Certificate* message to the server.

  2. In the main step of the protocol, the client sends a *ClientKeyExchange* message to the server.

  3. (optional) If the client has sent a certificate to the server, then it must also send a *CertificateVerify* message to the server. This message is digitally signed with the private key that corresponds to the client certificate's public key.

  4. The client sends a *ChangeCipherSpec* message to the server (using the SSL change cipher spec protocol) and copies its pending write state into the current write state.

  5. The client sends a *Finished* message to the server. As mentioned above, this is the first message that is cryptographically protected under the new cipher spec.

- The fourth flight comprises two messages that are sent from the server back to the client:

  1. The server sends another *ChangeCipherSpec* message to the client and copies its pending write state into the current write state.

  2. Finally, the server send a *Finished* message to the client. Again, this message is cryptographically protected under the new cipher spec.

At this point in time, the SSL handshake is complete and the client and server may start exchanging application-layer data.

2 WolfSSL

2.1 Introduction

The wolfSSL embedded library is a lightweight TLS library written in ANSI C and targeted for embedded, RTOS, and resource-constrained environments - primarily because of its small size, speed, and feature set; It's an SSL/TLS library optimized to run on embedded platforms. It's free and it has an excellent cross platform support.

WolfSSL supports SSL 3.0, TLS(1.0, 1.1, 1.2, 1.3), and DTLS(1.0, 1.2). It also includes an OpenSSL compatibility interface with the most commonly used OpenSSL functions. WolfSSL is open source, licensed under the GNU General Public License GPLv2.

This library is built for maximum portability and supports the C programming language as a primary interface. It also supports several other host languages, including Java (wolfSSL JNI), C# (wolfSSL C#), Python, and PHP and Perl.

To improve performance it supports hardware cryptography and acceleration on several platforms.

WolfSSL uses the following cryptography libraries:

- wolfCrypt

  - Provides RSA, ECC, DSS, Diffie?Hellman, EDH, NTRU, DES, Triple DES, AES (CBC, CTR, CCM, GCM), Camellia, IDEA, ARC4, HC-128, ChaCha20, MD2, MD4, MD5, SHA-1, SHA-2, SHA-3, BLAKE2, RIPEMD-160, Poly1305, Random Number Generation, Large Integer support, and base 16/64 encoding/decoding.

- NTRU

  - An open source public-key cryptosystem that uses lattice-based cryptography to encrypt and decrypt data.

2.2 Operating system supported

The operating systems supported are:

1. Win32/64
2. Linux
3. Mac OS X
4. Solaris
5. ThreadX
6. VxWorks
7. FreeBSD
8. NetBSD
9. OpenBSD
10. embedded Linux
11. Yocto Linux
12. OpenEmbedded
13. WinCE
14. Haiku
15. OpenWRT
16. iPhone(iOS)
17. Android
18. Nintendo Wii and Gamecube through DevKit-Pro
19. QNX
20. MontaVista
21. NonStop
22. TRON / ITRON / ITRON
23. Micrium C / OS - III
24. FreeRTOS
25. SafeRTOS
26. NXP / Freescale MQX
27. Nucleus
28. TinyOS
29. HP / UX
30. AIX
31. ARC MQX
32. TI - RTOS
33. uTasker
34. embOS
35. INtime
36. Mbed
37. uT - Kernel
38. RIOT
39. CMSIS -RTOS
40. FROSTED
41. Green Hills IN-TEGRITY
42. Keil RTX
43. TOPPERS
44. PetaLinux
45. Apache Mynewt
46. PikeOS

2.3   WolfSSL's features

- Runtime memory usage between 1-36 kB

- Minimum footprint size of 20-100 kB, depending on build options and operating environment

- OpenSSl compatibility layer

- Hash Functions:

  - MD2
  - MD4
  - MD5
  - SHA-1
  - SHA-224
  - SHA-256
  - SHA-384
  - SHA-512
  - BLAKE2b
  - RIPEMD-160
  - Poly1305

- OCSP, OCSP Stapling, and CRL support

- Block, Stream, and Authenticated Ciphers:

  - AES (CBC, CTR, GCM, CCM, GMAC, CMAC), Camellia, DES, 3DES, IDEA, ARC4, RABBIT, HC-128, ChaCha20

- Public Key Algorithms:

  - RSA, DSS, DH, EDH, ECDH-ECDSA, ECDHE-ECDSA, ECDH-RSA, ECDHE-RSA, NTRU

- Password-based Key Derivation: HMAC, PBKDF2

- Curve25519 and Ed25519

- ECC and RSA Key Generation

- X.509v3 RSA and ECC Signed Certificate Generation

- PEM and DER certificate support

- Modular cryptography library (wolfCrypt)

- Open Source Project Integrations:

  - MySQL, OpenSSH, Apache httpd, Open vSwitch, stunnel, Lighttpd, GoAhead, Mongoose, and more!

- PKCS#1 (RSA Cryptography Standard) support

- PKCS#3 (Diffie-Hellman Key Agreement Standard) support

- PKCS#5 (Password-Based Encryption Standard) support

- PKCS#7 (Cryptographic Message Syntax - CMS) support

- PKCS#8 (Private-Key Information Syntax Standard) support

- PKCS#9 (Selected Attribute Types) support

- PKCS#10 (Certificate Signing Request - CSR) support

- PKCS#11 (Cryptographic Token Interface) support

- PKCS#12 (Certificate/Personal Information Exchange Syntax Standard) support

- Mutual authentication support (client/server)

- SSL Sniffer (SSL Inspection) Support

- IPv4 and IPv6 support

3 Test case

3.1 Client/Server provided by WolSSL

```
----------------------------------------------------------------
pi@raspberrypi:wolfSSL/wolfssl/examples/server$ ./server -b
SSL VERSION is TLSv1.2
SSL ciphet suite is TLS_ECDHE_RASA_WITH_AES_256_GCM_SHA384
SSL curve name is SECP256R1
Client message: hello wolfssl!

----------------------------------------------------------------
```

Figure 3: Server TLS

```
_____
luca@luca:wolfSSL/wolfssl/examples/client$ ./client -h
192.168.0.53
SSL VERSION is TLSv1.2
SSL ciphet suite is TLS_ECDHE_RASA_WITH_AES_256_GCM_SHA384
SSL curve name is SECP256R1
I hear you fa shizzle!
_____
```

Figure 4: Client TLS

In this example, the server is a simple TLS server that allows only one client connection; after the connection with a client, the server receives an encrypted message from client, it responds and quits. The -b parameter allows the server to bind to any interface instead of localhost only.

After the connection with the server, the client sends a message (hello wolfssl!) and, after the server response, the client quits. The -h parameter allows the client to specify the server address to perform the connection.

Figure 5: All TLS packets sent

Client IP: 192.168.0.47   Server IP: 192.168.0.53

As you can see from the figure above, the communication is initialized from client with a 'Client Hello'; after TLS handshake, there are 2 messages 'Application Data' sent respectively from the client to the server and from the server to the client, whose content is encrypted. Once the server sends a response to the client, the communication is closed.
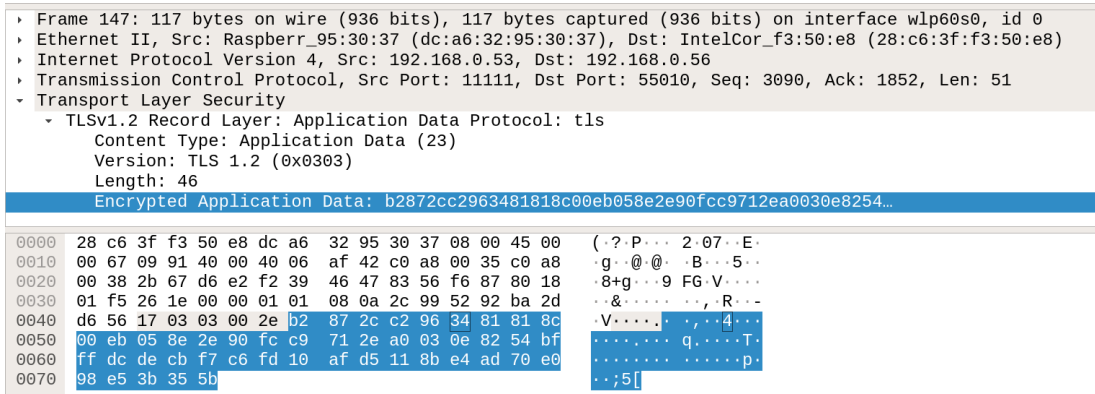
```
▸ Frame 147: 117 bytes on wire (936 bits), 117 bytes captured (936 bits) on interface wlp60s0, id 0
▸ Ethernet II, Src: Raspberr_95:30:37 (dc:a6:32:95:30:37), Dst: IntelCor_f3:50:e8 (28:c6:3f:f3:50:e8)
▸ Internet Protocol Version 4, Src: 192.168.0.53, Dst: 192.168.0.56
▸ Transmission Control Protocol, Src Port: 11111, Dst Port: 55010, Seq: 3090, Ack: 1852, Len: 51
▾ Transport Layer Security
    ▾ TLSv1.2 Record Layer: Application Data Protocol: tls
        Content Type: Application Data (23)
        Version: TLS 1.2 (0x0303)
        Length: 46
        Encrypted Application Data: b2872cc2963481818c00eb058e2e90fcc9712ea0030e8254…

0000  28 c6 3f f3 50 e8 dc a6  32 95 30 37 08 00 45 00   (·?·P··· 2·07··E·
0010  00 67 09 91 40 00 40 06  af 42 c0 a8 00 35 c0 a8   ·g··@·@· ·B···5··
0020  00 38 2b 67 d6 e2 f2 39  46 47 83 56 f6 87 80 18   ·8+g···9 FG·V····
0030  01 f5 26 1e 00 00 01 01  08 0a 2c 99 52 92 ba 2d   ··&····· ··,·R··-
0040  d6 56 17 03 03 00 2e b2  87 2c c2 96 34 81 81 8c   ·V·····. ·,··4···
0050  00 eb 05 8e 2e 90 fc c9  71 2e a0 03 0e 82 54 bf   ········ q·····T·
0060  ff dc de cb f7 c6 fd 10  af d5 11 8b e4 ad 70 e0   ········ ······p·
0070  98 e5 3b 35 5b                                     ··;5[
```

Figure 6: Content of the encrypted message

4 Create a program using WolfSSL

4.1 TCP application

To create a TLS program you can modify your TCP program by adding several TLS functions. To explain the migration from TCP to TLS, I created a simple chat between a client and a server. The code of this program isn't reported in this text but it is available on github.

In the picture there is a wireshark screenshot to see the data traffic of a tcp application; this image with the next sections allows to understand the difference between an application with or without encryption.
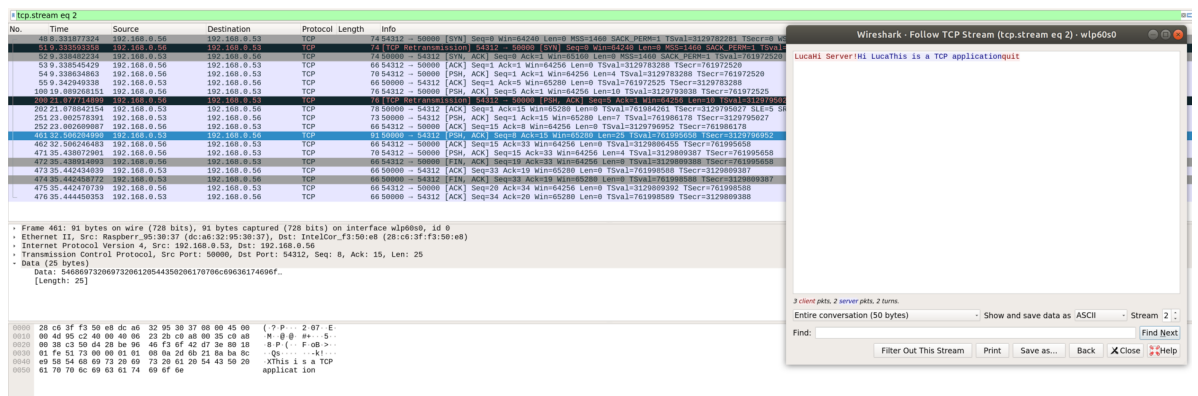

Figure 7: TCP data traffic

4.2 From TCP to TLS

To create a wolfSSL application the first thing that I did was including the wolfSSL API header in my program.

```
#include <wolfssl/ssl.h>
```

After the inclusion of the header files, I initialized the library and the WOLF-SSL_CTX calling **wolfSSL_Init**; it is necessary to use the library.

The WOLFSSL_CTX structure contains global values for each SSL connection, including certificate information. To create a new WOLFSSL_CTX there is **wolfSSL_CTX_new()** function. It requires an argument which defines the SSL or TLS protocol for the client or server to use. In my case I used TLS 1.3, so the call is:

```
WOLFSSL_CTX *ctx = wolfSSL_CTX_new(wolfTLSv1_3_server_method());
```

for the server;

```
WOLFSSL_CTX *ctx = wolfSSL_CTX_new(wolfTLSv1_3_client_method())
```

for the client.

In the WOLFSSL_CTX the CA (Certificate Authority) can be loaded so that the client is able to verify the server's identity when they start the connection. To load the CA into the WOLFSSL_CTX there is **wolfSSL_CTX_load_verify_locations()**. This function requires three arguments:

- a WOLFSSL_CTX pointer

- a certificate file

- a path value that point to a directory which should contain CA certificates in PEM format.

this function returns SSL_SUCCESS or SSL_FAILURE.

wolfSSL_CTX_load_verify_locations() can be used to verify the certificate of the servers by the client. The server loads a certificate file into the TLS context (WOLFSSL_CTX) through this function:

```
int wolfSSL_CTX_use_certificate_file(ctx, CERT_FILE,
    SSL_FILETYPE_PEM);
```

Then the server must load the private key with:

```
int wolfSSL_CTX_use_PrivateKey_file(ctx, KEY_FILE,
    SSL_FILETYPE_PEM)
```

After a TCP connection the WOLFSSL object needs to be created and
the file descriptor needs to be associated with the session; the instructions
are:

```
//Connect to socket file descriptor
WOLFSSL* ssl;
//create WOLFSSL object
ssl = wolfSSL_new(ctx);
wolfSSL_set_fd(ssl,sockfd);
```

After the previous instructions called by client and server, the server waits
for a TLS client to initiate the SSL handshake; it waits until a client calls
wolfSSL_connect(ssl) and then the handshake starts.

Once the connection functions were set, I replaced **read(...)** function
with:

```
int wolfSSL_read(WOLFSSL *ssl, void *data, int sz);
```

It read **sz** bytes from the SSL session **ssl** internal read buffer into the buffer
data. The bytes are removed from the internal receive buffer;

Instead the **write(...)** function is replaced by:

```
int wolfSSL_write(WOLFSSL *ssl, void *data, int sz);
```

It writes **sz** bytes from the buffer, **data**, to the SSL connection, **ssl**.

When the application is over, the WOLFSSL_CTX object and the wolf-
SSL library must be freed; the instructions are:

```
wolfSSL_free(ssl);
wolfSSL_CTX_free(ctx);
wolfSSL_Cleanup();
```

4.3   TLS programs

To develop a TLS application, I started from the TCP chat explained in the
previous subsection and I added the wolfSSL function to create an encrypted
communication. Next programmes' aim is to show how to create a simple
encrypted chat, focusing on the security of applications, rather than on the
good practices of the socket and thread applications. Some parts of the code

like inclusion and global variables are omitted (wolfSSL object and other variables are stored in global memory);

4.3.1 Iterative program

In the next sections I'll try to explain the code of programs created by me: The iterative wolfSSL program is a very simple chat between two host, a client and a server; it's a ping pong chat where a client can write only if the server write first.

For testing purpose, all the certificates that I use and the server private key were taken from wolfSSL download.

After the initialization of the wolfSSL and the socket, the main function marks the socket referred to by sockfd as a passive socket, that is, as a socket that will be used to accept an incoming connection request using accept.

```c
int main()
{
    int ret;

    /* Initialize wolfSSL */
    wolfSSL_Init();

    /* Create a socket that uses an internet IPv4 address,
     * Sets the socket to be stream based (TCP),
     * 0 means choose the default protocol. */
    if ((sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
    {
        fprintf(stderr, "ERROR: failed to create the socket\n");
        return -1;
    }
    if (setsockopt(sockfd, SOL_SOCKET, SO_REUSEADDR, &(int){1},
        sizeof(int)) < 0)
    {
        printf("setsockopt(SO_REUSEADDR) failed");
        return -1;
    }

    /* Create and initialize WOLFSSL_CTX */

    if ((ctx = wolfSSL_CTX_new(wolfTLSv1_2_server_method())) ==
        NULL)
    {
        fprintf(stderr, "ERROR: failed to create WOLFSSL_CTX\n");
```

```c
        return -1;
    }

    /* Load server certificates into WOLFSSL_CTX */
    if (wolfSSL_CTX_use_certificate_file(ctx, CERT_FILE,
        SSL_FILETYPE_PEM) != SSL_SUCCESS)
    {
        fprintf(stderr, "ERROR: failed to load %s, please check the
            file.\n",
                CERT_FILE);
        return -1;
    }

    /* Load server key into WOLFSSL_CTX */
    if (wolfSSL_CTX_use_PrivateKey_file(ctx, KEY_FILE,
        SSL_FILETYPE_PEM) != SSL_SUCCESS)
    {
        fprintf(stderr, "ERROR: failed to load %s, please check the
            file.\n",
                KEY_FILE);
        return -1;
    }

    /* Initialize the server address struct with zeros */
    memset(&servAddr, 0, sizeof(servAddr));

    /* Fill in the server address */
    servAddr.sin_family = AF_INET;         /* using IPv4     */
    servAddr.sin_port = htons(DEFAULT_PORT); /* on DEFAULT_PORT */
    servAddr.sin_addr.s_addr = INADDR_ANY; /* from anywhere */

    /* Bind the server socket to our port */
    if (bind(sockfd, (struct sockaddr *)&servAddr,
        sizeof(servAddr)) == -1)
    {
        fprintf(stderr, "ERROR: failed to bind\n");
        return -1;
    }

    /* Listen for a new connection */
    if (listen(sockfd, 1) == -1)
    {
        fprintf(stderr, "ERROR: failed to listen\n");
```

```c
        return -1;
    }
    printf("Waiting for a connection...\n");
    /* Accept client connections */
    if ((connd = accept(sockfd, (struct sockaddr *)&clientAddr,
        &size)) == -1)
    {
        fprintf(stderr, "ERROR: failed to accept the
            connection\n\n");
        return -1;
    }

    /* Create a WOLFSSL object */
    if ((ssl = wolfSSL_new(ctx)) == NULL)
    {
        fprintf(stderr, "ERROR: failed to create WOLFSSL object\n");
        return -1;
    }

    /* Attach wolfSSL to the socket */
    wolfSSL_set_fd(ssl, connd);

    /* Establish TLS connection */
    ret = wolfSSL_accept(ssl);
    if (ret != SSL_SUCCESS)
    {
        fprintf(stderr, "wolfSSL_accept error = %d\n",
                wolfSSL_get_error(ssl, ret));
        return -1;
    }

    printf("Client connected successfully\n");
    ClientHandler();
    printText("Communication is ended!\n", "System");
    ncurses_end();
    printf("Shutdown complete\n");

    /* Cleanup after this connection */
    wolfSSL_free(ssl); /* Free the wolfSSL object        */
    close(connd);      /* Close the connection to the client */
    /* Cleanup and return */
    wolfSSL_CTX_free(ctx); /* Free the wolfSSL context object  */
    wolfSSL_Cleanup();   /* Cleanup the wolfSSL environment    */
```

```
    close(sockfd);        /* Close the socket listening for clients
        */
    return 0;             /* Return reporting a success         */
}
```

Listing 1: int main() of iterative TLS server

ClientHandler function reads the username of client using the secure channel and begins the ping pong chat calling writeBuffer() and readBuffer() infinitely until one of the two hosts quit the communication.

```
void ClientHandler()
{
    int ret;
    /*********************** USERNAME */
    /* Read the client username into our buff array */
    XMEMSET(buff, 0, sizeof(buff));
    ret = wolfSSL_read(ssl, buff, sizeof(buff) - 1);
    ncurses_start();
    clearWin();
    if (ret > 0)
    {
        /* Print to stdout any data the client sends */
        strcpy(username, buff);
        char text[256];
        sprintf(text, "Client %s connected successfully", username);
        printText(text, "System");
        printText("*************************\n", "System");
        fflush(stdout);
    }
    else
    {
        printText("ERROR!!", "System");
        close(sockfd);    /* Close the connection to the server */
        pthread_exit(NULL); /* End threaded execution          */
    }
    /*************************** */
    XMEMSET(buff, 0, sizeof(buff));

    while (!is_end && !client_is_end)
    {
        if(writeBuffer() <= 0) break;
        if (!is_end && !client_is_end && readBuffer() <=0) break;
    }
```

```
}
```

Listing 2: void ClientHandler() of iterative TLS server

WriteBuffer() and readBuffer() are omitted because they only call wolf-SSL_write(...) and wolfSSL_read(...). The client code too is omitted, because it is very similar to the server code. The goal of this simple program is to check the functioning of wolfSSL library.

```
|--------------------------WolfSSL chat----------------------|
[System] Client Luca connected successfully
[System] *************************

[Server] Hi Luca!
[Luca] Hi Server!
[Server] Bye Bye
[Luca] Bye
_____|
```

Figure 8: Server TLS

```
|--------------------------WolfSSL chat----------------------|
[Server] Hi Luca!
[Luca] Hi Server!
[Server] Bye Bye
[Luca] Bye
_____|
```

Figure 9: Client TLS

In order to verify the encryption of the communication, I have monitored the packet flow with wireshark.

The IP address of server is **192.168.0.53** and the IP address of client is **192.168.0.49**

Figure 10: Wireshark's screenshot

4.3.2 Threaded program

The threaded program is a TLS and TCP chat for 10 clients at most. It's a client-server program where multiple clients get connected to the server with a TLS socket and a TCP socket; the two socket per client are used to show the difference, in the same program, between a communication with encryption and a communication without it.

This program is a chat where clients can send messages to other clients; they can choose between a single private message and a public message visible to all clients.

To send a public message a client must only write a message with the keyboard and click enter. This message is sent with a TCP socket to a server; when the server receives a public message through a TCP socket, it sends the message to all TCP socket connected with it, creating a broadcast communication.

When a client wants to send a private message to a connected client, before the message it must put the '#' symbol, followed by the id of the client. To see all the clients id, a client must send 'list' command. The private message is sent with a TLS socket.

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4.3.3 Server threaded

The server's main function after the setup of the TLS and TCP socket, it creates a thread to accept the incoming connections from clients.

```
int main()
{
    /* Initialize wolfSSL */
    wolfSSL_Init();

    /* Create a socket that uses an internet IPv4 address,
     * Sets the socket to be stream based (TCP),
     * 0 means choose the default protocol. */
    if ((sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
    {
        fprintf(stderr, "ERROR: failed to create the socket\n");
        return -1;
    }
    if ((sockfdTCP = socket(AF_INET, SOCK_STREAM, 0)) == -1)
    {
        fprintf(stderr, "ERROR: failed to create the socket\n");
        return -1;
    }
    if (setsockopt(sockfd, SOL_SOCKET, SO_REUSEADDR, &(int){1},
        sizeof(int)) < 0)
        printf("setsockopt(SO_REUSEADDR) failed");
    if (setsockopt(sockfdTCP, SOL_SOCKET, SO_REUSEADDR, &(int){1},
        sizeof(int)) < 0)
        printf("setsockopt(SO_REUSEADDR) failed");
    /* Create and initialize WOLFSSL_CTX */

    if ((ctx = wolfSSL_CTX_new(wolfTLSv1_2_server_method())) ==
        NULL)
    {
        fprintf(stderr, "ERROR: failed to create WOLFSSL_CTX\n");
        return -1;
    }

    /* Load server certificates into WOLFSSL_CTX */
    if (wolfSSL_CTX_use_certificate_file(ctx, CERT_FILE,
        SSL_FILETYPE_PEM) != SSL_SUCCESS)
    {
        fprintf(stderr, "ERROR: failed to load %s, please check the
            file.\n",
```

```c
            CERT_FILE);
    return -1;
}

/* Load server key into WOLFSSL_CTX */
if (wolfSSL_CTX_use_PrivateKey_file(ctx, KEY_FILE,
    SSL_FILETYPE_PEM) != SSL_SUCCESS)
{
    fprintf(stderr, "ERROR: failed to load %s, please check the
        file.\n",
            KEY_FILE);
    return -1;
}

/* Initialize the server address struct with zeros */
memset(&servAddr, 0, sizeof(servAddr));

/* Fill in the server address */
servAddr.sin_family = AF_INET;        /* using IPv4    */
servAddr.sin_port = htons(DEFAULT_PORT); /* on DEFAULT_PORT */
servAddr.sin_addr.s_addr = INADDR_ANY; /* from anywhere */

/* Initialize the server address struct with zeros */
memset(&servAddrTCP, 0, sizeof(servAddrTCP));

/* Fill in the server address */
servAddrTCP.sin_family = AF_INET;          /* using IPv4    */
servAddrTCP.sin_port = htons(DEFAULT_PORT_TCP); /* on
    DEFAULT_PORT */
servAddrTCP.sin_addr.s_addr = INADDR_ANY;  /* from anywhere */

/* Bind the server socket to our port */
if (bind(sockfd, (struct sockaddr *)&servAddr,
    sizeof(servAddr)) == -1)
{
    fprintf(stderr, "ERROR: failed to bind\n");
    return -1;
}

/* Bind the server socket to our port */
if (bind(sockfdTCP, (struct sockaddr *)&servAddrTCP,
    sizeof(servAddrTCP)) == -1)
{
```

```c
        fprintf(stderr, "ERROR: failed to bind\n");
        return -1;
    }

    /* Listen for a new connection */
    if (listen(sockfd, 10) == -1)
    {
        fprintf(stderr, "ERROR: failed to listen\n");
        return -1;
    }

    /* Listen for a new connection */
    if (listen(sockfdTCP, 10) == -1)
    {
        fprintf(stderr, "ERROR: failed to listen\n");
        return -1;
    }

    if (pthread_create(&Taccept, NULL, acceptConnection, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return -1;
    }

    pthread_join(Taccept, NULL);
    ncurses_end();
    return 0;
}
```

Listing 3: int main() of TLS server

The **void *acceptConnection(void *args)** function is executed by a thread; the aim of this function is to accept incoming connections from TLS and TCP socket. When a TLS and a TCP connection are set, the server assigns an id to the client. After that, two threads are created to read from a TCP socket and a TLS socket.

```c
void *acceptConnection(void *args)
{
    int ret;
    ncurses_start();
    clearWin();
    while (1)
```

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```c
{
    /* Accept client connections */
    clients[counter].size = sizeof(clients[counter].clientAddr);
    if ((clients[counter].connd = accept(sockfd, (struct
        sockaddr *)&clients[counter].clientAddr,
        &clients[counter].size)) == -1)
    {
        fprintf(stderr, "ERROR: failed to accept the
            connection\n\n");
        return NULL;
    }
    if ((clients[counter].conndTCP = accept(sockfdTCP, (struct
        sockaddr *)&clients[counter].clientAddr,
        &clients[counter].size)) == -1)
    {
        fprintf(stderr, "ERROR: failed to accept the
            connection\n\n");
        return NULL;
    }

    /* Create a WOLFSSL object */
    if ((clients[counter].ssl = wolfSSL_new(ctx)) == NULL)
    {
        fprintf(stderr, "ERROR: failed to create WOLFSSL
            object\n");
        return NULL;
    }

    /* Attach wolfSSL to the socket */
    wolfSSL_set_fd(clients[counter].ssl,
        clients[counter].connd);

    /* Establish TLS connection */
    ret = wolfSSL_accept(clients[counter].ssl);
    if (ret != SSL_SUCCESS)
    {
        ncurses_end();
        fprintf(stderr, "wolfSSL_accept error = %d\n",
                wolfSSL_get_error(clients[counter].ssl, ret));
        return NULL;
    }
    printText("Client connected successfully\n", "System");
    int *argCounter = malloc(sizeof(*argCounter));
```

```c
        if (argCounter == NULL)
        {
            fprintf(stderr, "Couldn't allocate memory for thread
                arg.\n");
            exit(EXIT_FAILURE);
        }

        *argCounter = counter;
        if (pthread_create(&Treader[counter], NULL, readBuffer,
            argCounter))
        {
            fprintf(stderr, "Error creating thread\n");
            fflush(stdout);
            return NULL;
        }
        if (pthread_create(&TreaderTCP[counter], NULL,
            readBufferTCP, argCounter))
        {
            fprintf(stderr, "Error creating thread\n");
            fflush(stdout);
            return NULL;
        }
        counter++;
    }
}
```

Listing 4: void *acceptConnection(void *args) of TLS server

The **void *readBufferTCP(void *args)** function allows to read data from
a TCP socket. In the program, there will be as many threads that execute this
function as the number of connected clients; it reads messages from socket
and it sends their content to all clients. This function will be executed until
a client sends a 'quit' message or errors in socket occurred.

```c
void *readBufferTCP(void *args)
{
    int ret;
    int id = *((int *)args);
    char output[256] = "";
    while (1)
    {
        memset(clients[id].buffReaderTCP, 0,
            sizeof(clients[id].buffReaderTCP));
        if (read(clients[id].conndTCP, clients[id].buffReaderTCP,
```

```
                sizeof(clients[id].buffReaderTCP)) <= 0)
        {
            fprintf(stderr, "ERROR: failed to read\n");
            pthread_cancel(TreaderTCP[id]);
            return NULL;
        }
        printText(clients[id].buffReaderTCP, clients[id].username);
        if (!strcmp(clients[id].buffReaderTCP, "quit"))
        {
            stopApplication();
            free(args);
            pthread_exit(NULL); /* End threaded execution          */
        }
        memset(output, 0, sizeof(output));
        for (int i = 0; i < counter; i++)
        {
            if (i != id)
            {
                strcat(output, clients[id].username);
                strcat(output, "'");
                strcat(output, clients[id].buffReaderTCP);
                ret = write(clients[i].conndTCP, output,
                    XSTRLEN(output));
                if (ret <= 0)
                {
                    fprintf(stderr, "ERROR: failed to write\n");
                    pthread_cancel(TreaderTCP[id]);
                    return NULL;
                }
            }
        }
    }
}
```

Listing 5: void *readBufferTCP(void *args) of TLS server

The **void *readBuffer(void *args)** function is similar to the previous function; it reads data from a TLS socket, and it is used for receiving encrypted messages that they will be sent to a single client; this allows to create a single private chat between two clients.

```
void *readBuffer(void *args)
{
    int ret;
```

```
int id = *((int *)args);
//Read the username
XMEMSET(clients[id].buffReader, 0,
    sizeof(clients[id].buffReader));
ret = wolfSSL_read(clients[id].ssl, clients[id].buffReader,
    sizeof(clients[id].buffReader) - 1);
strcpy(clients[id].username, clients[id].buffReader);

while (1)
{
    /* Read the client data into our buff array */
    XMEMSET(clients[id].buffReader, 0,
        sizeof(clients[id].buffReader));
    if (clients[id].ssl != NULL)
    {
        ret = wolfSSL_read(clients[id].ssl,
            clients[id].buffReader,
            sizeof(clients[id].buffReader) - 1);

        if (ret > 0)
        {
            if (!strcmp(clients[id].buffReader, "list"))
            {
                wolfSSL_write(clients[id].ssl, "Server",
                    XSTRLEN("Server"));
                wolfSSL_write(clients[id].ssl, "Connected
                    clients:", XSTRLEN("Connected clients:"));
                for (int j = 0; j < counter; j++)
                {
                    if (j != id)
                    {
                        char num[50];
                        sprintf(num, "%d", j);
                        wolfSSL_write(clients[id].ssl, num,
                            XSTRLEN(num));
                        wolfSSL_write(clients[id].ssl,
                            clients[j].username,
                            XSTRLEN(clients[j].username));
                    }
                }
            }
            else if (clients[id].buffReader[0] == '#')
            {
```

```
                    int dest = clients[id].buffReader[1] - 48;
                        //ASCII
                    if (dest <= counter && dest >= 0)
                    {
                        char str[255];
                        strcpy(str, "private-");
                        strcat(str, clients[id].username);
                        ret = wolfSSL_write(clients[dest].ssl, str,
                            XSTRLEN(str));
                        strcpy(str, clients[id].buffReader + 2);
                        ret = wolfSSL_write(clients[dest].ssl, str,
                            XSTRLEN(str));
                    }
                }
            }
            else
            {
                printText("ERROR READ!!", "System");
                pthread_exit(NULL); /* End threaded execution
                            */
            }
        }
    }
    free(args);
}
```

Listing 6: void *readBuffer(void *args) of TLS server

4.3.4 Client threaded

The client's main function gets the server's IP address and then it creates a
thread to setup the communication.

```
int main(int argc, char **argv)
{
    pthread_t Tclient;
    /* Check for proper calling convention */
    if (argc != 2)
    {
        printf("usage: %s <IPv4 address>\n", argv[0]);
        return -1;
    }
```

```
    ip = argv[1];

    /* create a second thread which executes inc_x(&x) */
    if (pthread_create(&Tclient, NULL, client, NULL))
    {

        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return 1;
    }

    if (pthread_join(Tclient, NULL))
    {

        fprintf(stderr, "Error joining thread\n");
        return 2;
    }
    ncurses_end();
    return 0; /* Return reporting a success          */
}
```

Listing 7: int main(int argc, char **argv) of TLS client

The **void *client(void *args)** function requests to the user an username and then it tries to connect to two different socket; the first one will be used in the public communication, instead the second one will be used to the private communication over a TLS socket.

When the sockets setup is done, the function sends the username to the server over TLS socket. At the end, three other threads will be created to handle the sending and receiving data over TCP and TLS sockets.

```
void *client(void *args)
{
    struct sockaddr_in servAddr;
    struct sockaddr_in servAddrTCP;

    printf("Set your username: ");
    refresh();
    if (!scanf("%s", username))
    {
        fprintf(stderr, "ERROR: failed to get message for
            server\n");
        return NULL;
    }
```

```c
ncurses_start();
/* Initialize wolfSSL */
wolfSSL_Init();

/* Create a socket that uses an internet IPv4 address,
 * Sets the socket to be stream based (TCP),
 * 0 means choose the default protocol. */
if ((sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
{
    fprintf(stderr, "ERROR: failed to create the socket\n");
    return NULL;
}
if ((sockfdTCP = socket(AF_INET, SOCK_STREAM, 0)) == -1)
{
    fprintf(stderr, "ERROR: failed to create the socket\n");
    return NULL;
}


/* Create and initialize WOLFSSL_CTX */
if ((ctx = wolfSSL_CTX_new(wolfTLSv1_2_client_method())) ==
    NULL)
{
    fprintf(stderr, "ERROR: failed to create WOLFSSL_CTX\n");
    return NULL;
}


/* Load client certificates into WOLFSSL_CTX */
if (wolfSSL_CTX_load_verify_locations(ctx, CERT_FILE, NULL) !=
    SSL_SUCCESS)
{
    fprintf(stderr, "ERROR: failed to load %s, please check the
        file.\n",
            CERT_FILE);
    return NULL;
}


/* Initialize the server address struct with zeros */
memset(&servAddr, 0, sizeof(servAddr));

/* Fill in the server address */
servAddr.sin_family = AF_INET;        /* using IPv4    */
servAddr.sin_port = htons(DEFAULT_PORT); /* on DEFAULT_PORT */
```

```c
/* Initialize the server address struct with zeros */
memset(&servAddrTCP, 0, sizeof(servAddrTCP));

/* Fill in the server address */
servAddrTCP.sin_family = AF_INET;           /* using IPv4   */
servAddrTCP.sin_port = htons(DEFAULT_PORT_TCP); /* on
    DEFAULT_PORT */

/* Get the server IPv4 address from the command line call */
if (inet_pton(AF_INET, ip, &servAddr.sin_addr) != 1)
{
    fprintf(stderr, "ERROR: invalid address\n");
    return NULL;
}

/* Get the server IPv4 address from the command line call */
if (inet_pton(AF_INET, ip, &servAddrTCP.sin_addr) != 1)
{
    fprintf(stderr, "ERROR: invalid address\n");
    return NULL;
}

/* Connect to the server */

if (connect(sockfd, (struct sockaddr *)&servAddr,
    sizeof(servAddr)) == -1)
{
    printText("ERROR: failed to connect", "System");
    return NULL;
}

/* Connect to the server */

if (connect(sockfdTCP, (struct sockaddr *)&servAddrTCP,
    sizeof(servAddrTCP)) == -1)
{
    printText("ERROR: failed to connect", "System");
    return NULL;
}

/* Create a WOLFSSL object */
if ((ssl = wolfSSL_new(ctx)) == NULL)
{
```

```c
        fprintf(stderr, "ERROR: failed to create WOLFSSL object\n");
        return NULL;
    }

    /* Attach wolfSSL to the socket */
    wolfSSL_set_fd(ssl, sockfd);
    /* Connect to wolfSSL on the server side */
    if (wolfSSL_connect(ssl) != SSL_SUCCESS)
    {
        fprintf(stderr, "ERROR: failed to connect to wolfSSL\n");
        return NULL;
    }

    strtok(username, "\n");
    len = strnlen(username, sizeof(username));
    /* Send the username to the server */
    if (wolfSSL_write(ssl, username, len) != len)
    {
        fprintf(stderr, "ERROR: failed to write\n");
        return NULL;
    }

    if (pthread_create(&Twriter, NULL, writeBuffer, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return NULL;
    }

    if (pthread_create(&Treader, NULL, readBuffer, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return NULL;
    }

    if (pthread_create(&TreaderTCP, NULL, readBufferTCP, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return NULL;
    }
```

```
    pthread_join(Twriter, NULL);
    pthread_join(Treader, NULL);
    pthread_join(TreaderTCP,NULL);

    /* Cleanup and return */
    wolfSSL_free(ssl);    /* Free the wolfSSL object        */
    wolfSSL_CTX_free(ctx); /* Free the wolfSSL context object   */
    wolfSSL_Cleanup();    /* Cleanup the wolfSSL environment   */
    close(sockfd);        /* Close the connection to the server */
    printText("Communication is ended!\n Press a button!!!",
        "System");
    getch();
    return NULL;
}
```

Listing 8: void *client(void*args) of TLS client

The **void *writeBuffer(void *args)** function is used to write data in the right socket; it reads data written by the client with read_in() function; if the message written by the client is "list" or the first character is "#", the message will be sent over the TLS socket, otherwise the message will be sent over the TCP socket.

```
void *writeBuffer(void *args)
{
    while (!is_end)
    {
        /* Get a message for the server from stdin */
        memset(Rbuffer, 0, sizeof(Rbuffer));
        read_in();
        len = strnlen(Rbuffer, sizeof(Rbuffer));
        if (XSTRNCMP(Rbuffer, "quit", 4) == 0)
        {
            if (write(sockfdTCP, Rbuffer, len) != len)
            {
                fprintf(stderr, "ERROR: failed to write\n");
                return NULL;
            }
            is_end = 1;
            pthread_cancel(Treader);
            pthread_cancel(TreaderTCP);
        }
        else if (XSTRNCMP(Rbuffer, "list", 4) == 0 || Rbuffer[0] ==
            '#')
```

```
    {
        //wolfSSL_read
        /* Send the message to the server */
        if (wolfSSL_write(ssl, Rbuffer, len) != len)
        {
            fprintf(stderr, "ERROR: failed to write\n");
            return NULL;
        }
    }
    else
    {
        if (write(sockfdTCP, Rbuffer, len) != len)
        {
            fprintf(stderr, "ERROR: failed to write\n");
            return NULL;
        }
    }

    printText(Rbuffer, username);
    }
    return NULL;
}
```

Listing 9: void *writeBuffer(void *args) of TLS client

The **void *readBuffer(void *args)** function reads the username and the message of the sender in the TLS socket, and it prints them in the GUI.

```
void *readBuffer(void *args)
{
    char username[256];
    while (!is_end)
    {
        /* Read the server data into our buff array */
        memset(buffReader, 0, sizeof(buffReader));
        if (wolfSSL_read(ssl, buffReader, sizeof(buffReader) - 1)
            == -1)
        {
            pthread_cancel(Twriter);
            return NULL;
        }
        strcpy(username, buffReader);
        memset(buffReader, 0, sizeof(buffReader));
        if (wolfSSL_read(ssl, buffReader, sizeof(buffReader) - 1)
```

```
            == -1)
        {
            pthread_cancel(Twriter);
            return NULL;
        }
        else
        {
            printText(buffReader, username);
        }
    }
    return NULL;
}
```

Listing 10: void *readBuffer(void *args) of TLS client

The **void *readBufferTCP(void *args)** do the same things of the previous
function but it uses a TCP socket.

```
void *readBufferTCP(void *args)
{
    char username[50] = "";
    char output[256] = "";
    int ret;
    while (!is_end)
    {
        memset(buffReaderTCP, 0, sizeof(buffReaderTCP));
        memset(username, 0, sizeof(username));
        memset(output, 0, sizeof(output));
        ret = read(sockfdTCP, buffReaderTCP, sizeof(buffReaderTCP)
            - 1);
        if (ret <= 0)
        {
            pthread_cancel(TreaderTCP);
            return NULL;
        }
        getSenderUsername(buffReaderTCP, username);
        strcpy(output, getSenderData(buffReaderTCP,output));
        printText(output, username);
    }
    return NULL;
}
```

Listing 11: void *readBufferTCP(void *args) of TLS client
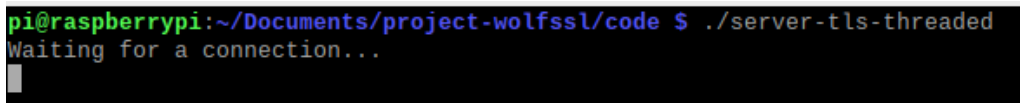
4.4 Compile a WolfSSL program

To execute a wolfSSL program you must have installed wolfSSL on your pc, and then you must add **-lwolfssl** on your gcc command.

In this program I used threads and ncurses so I had to add **-pthread** and **-lncurses** flags to gcc command; to optimize the compilation I created a makefile.
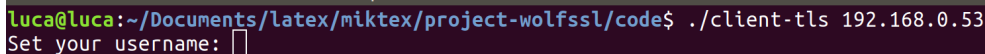
4.5 Execute a WolfSSL program (threaded program)

In my project I used a laptop for the client part, and a Raspberry Pi for the server part; they are connected to the same LAN. In the pictures below you can see the GUI of the client and the server part, and the traffic analyze with wireshark. The IP address of server is **192.168.0.53** and the port is **11111**. The IP address of client is **192.168.0.46**

Figure 11: Execute WolfSSL server

Figure 12: Execute WolfSSL client

After the execution of the server, a client can connect to it and the ssl handshake starts.

With the hello packet below, the client provides an ordered list of 27 cipher suites that it will support for encryption. The list is in the order preferred by the client, with highest preference first. This list can be modified by the programmer.

In this case, the client provides a list of optional extension which the server can use to take action or enable new features, for example:

- key_share

– the client sends one or more public keys using an algorithm that
it thinks the server will support. This allows the rest of the hand-
shake after the ClientHello message to be encrypted.

• supported_version

– the client indicates its support of TLS 1.3

No.	Time	Source	Destination	Protocol	Length	Info
8134	473.927206832	192.168.0.46	192.168.0.53	TLSv1.3	312	Client Hello
8136	473.954519818	192.168.0.53	192.168.0.46	TLSv1.3	194	Server Hello

```
▸ Frame 8134: 312 bytes on wire (2496 bits), 312 bytes captured (2496 bits) on interface wlp60s0, id 0
▸ Ethernet II, Src: IntelCor_f3:50:e8 (28:c6:3f:f3:50:e8), Dst: Raspberr_95:30:37 (dc:a6:32:95:30:37)
▸ Internet Protocol Version 4, Src: 192.168.0.46, Dst: 192.168.0.53
▸ Transmission Control Protocol, Src Port: 57618, Dst Port: 11111, Seq: 1, Ack: 1, Len: 246
▾ Transport Layer Security
   ▾ TLSv1.3 Record Layer: Handshake Protocol: Client Hello
      Content Type: Handshake (22)
      Version: TLS 1.2 (0x0303)
      Length: 241
      ▾ Handshake Protocol: Client Hello
         Handshake Type: Client Hello (1)
         Length: 237
         Version: TLS 1.2 (0x0303)
         Random: 415c66d8436758a9fb3260734a5ceb75cff9523aa7a1e07d…
         Session ID Length: 0
         Cipher Suites Length: 54
         ▸ Cipher Suites (27 suites)
         Compression Methods Length: 1
         ▸ Compression Methods (1 method)
         Extensions Length: 142
         ▾ Extension: key_share (len=71)
            Type: key_share (51)
            Length: 71
            ▾ Key Share extension
               Client Key Share Length: 69
               ▾ Key Share Entry: Group: secp256r1, Key Exchange length: 65
                  Group: secp256r1 (23)
                  Key Exchange Length: 65
                  Key Exchange: 044b90c64339831bce6dc1d731dfda8f59ee518ad9b04ad8…
         ▾ Extension: supported_versions (len=3)
            Type: supported_versions (43)
            Length: 3
            Supported Versions length: 2
            Supported Version: TLS 1.3 (0x0304)
         ▾ Extension: signature_algorithms (len=32)
            Type: signature_algorithms (13)
            Length: 32
            Signature Hash Algorithms Length: 30
            ▸ Signature Hash Algorithms (15 algorithms)
         ▾ Extension: supported_groups (len=16)
            Type: supported_groups (10)
            Length: 16
            Supported Groups List Length: 14
            ▸ Supported Groups (7 groups)
         ▾ Extension: encrypt_then_mac (len=0)
            Type: encrypt_then_mac (22)
            Length: 0
```

Figure 13: Client Hello

In the Server Hello packet, the server has selected cipher suite 0x1301
(TLS_AES_128_GCM_SHA256) from the list of options given by the client.
The server also sends a public key using the algorithm of the public key
sent by the client. Once this is sent,the rest of the communication will be
encrypted.

```
   8134 473.927206832 192.168.0.46          192.168.0.53          TLSv1.3        312 Client Hello
   8136 473.954519818 192.168.0.53          192.168.0.46          TLSv1.3        194 Server Hello
◂

▸ Frame 8136: 194 bytes on wire (1552 bits), 194 bytes captured (1552 bits) on interface wlp60s0, id 0
▸ Ethernet II, Src: Raspberr_95:30:37 (dc:a6:32:95:30:37), Dst: IntelCor_f3:50:e8 (28:c6:3f:f3:50:e8)
▸ Internet Protocol Version 4, Src: 192.168.0.53, Dst: 192.168.0.46
▸ Transmission Control Protocol, Src Port: 11111, Dst Port: 57618, Seq: 1, Ack: 247, Len: 128
▾ Transport Layer Security
  ▾ TLSv1.3 Record Layer: Handshake Protocol: Server Hello
       Content Type: Handshake (22)
       Version: TLS 1.2 (0x0303)
       Length: 123
     ▾ Handshake Protocol: Server Hello
         Handshake Type: Server Hello (2)
         Length: 119
         Version: TLS 1.2 (0x0303)
         Random: 407412cd7050ac796e650fc1d97be4df7d25fa298ee61d48…
         Session ID Length: 0
         Cipher Suite: TLS_AES_128_GCM_SHA256 (0x1301)
         Compression Method: null (0)
         Extensions Length: 79
       ▾ Extension: key_share (len=69)
           Type: key_share (51)
           Length: 69
         ▾ Key Share extension
           ▾ Key Share Entry: Group: secp256r1, Key Exchange length: 65
               Group: secp256r1 (23)
               Key Exchange Length: 65
               Key Exchange: 04e1ca5f523c5bd914a3f4898f9e043655e8c901bffcf376…
       ▾ Extension: supported_versions (len=2)
           Type: supported_versions (43)
           Length: 2
           Supported Version: TLS 1.3 (0x0304)
```

Figure 14: Server Hello

After the SSL handshake the situation in the server GUI is:
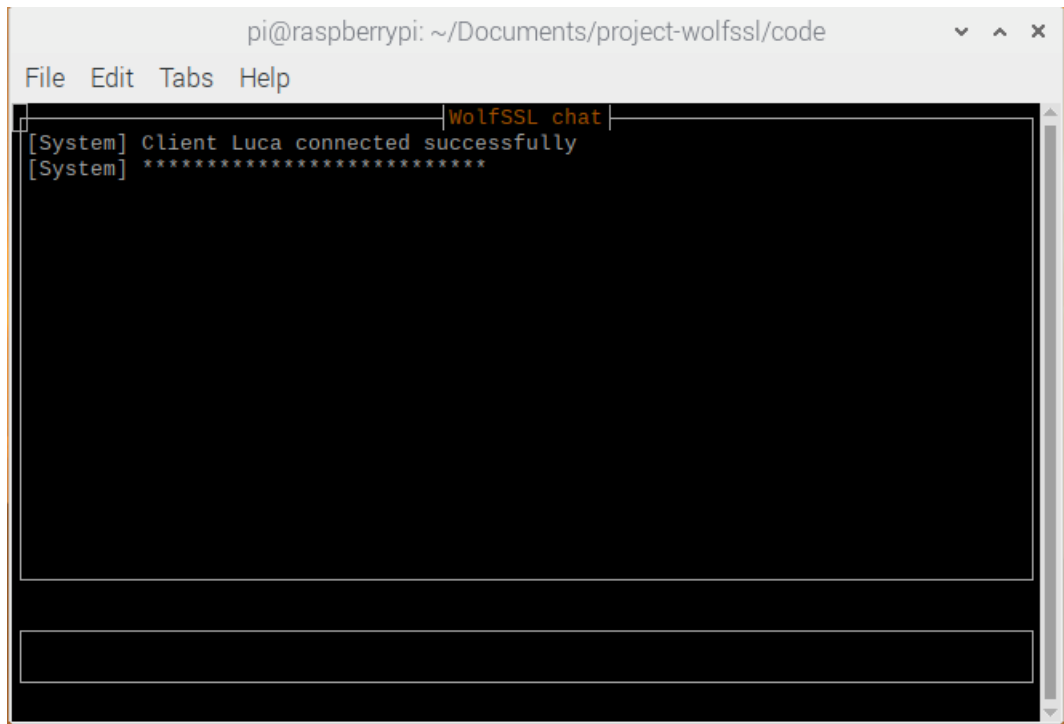
Figure 15: Client connected, server GUI

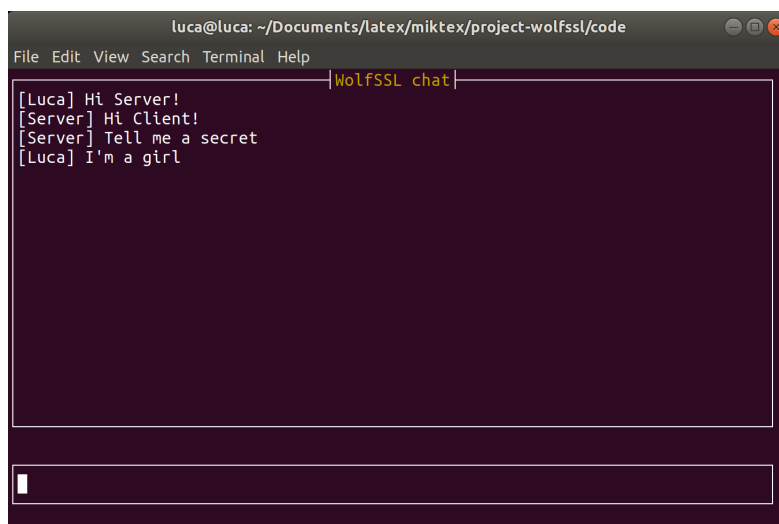To test the exact function of the programs, I sent several messages between the laptop and the raspberry:

Figure 16: Exchange messages. Client side

Figure 17: Exchange messages. Server side

As you can see, the messages are encrypted.

Figure 18: Application data

These are the end of communication screens from the client and from the server:

Figure 19: Execute WolfSSL client

Figure 20: Execute WolfSSL client

5   Differences between WolfSSL and OpenSSL

5.1   Differences

The main differences are:

- Memory Usage

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- WolfSSL can be up to 20 times smaller than OpenSSL; The build size is between 20 and 100 KB and the runtime memory usage between 1 and 36 KB. This gives a major advantage of integrating in smaller embedded devices.

- Hardware Crypto

  - WolfSSL has a partnership with the most MCU manufacturers which allows to be quite early in the market to support hardware acceleration on huge list of platforms.

- Portability

  - WolfSSL is more portable than OpenSSL because is made for real-time, mobile, embedded and enterprise systems.

5.2 Build size and speed test

I installed openSSL and wolfSSL in a Raspberry Pi 4 and I could see the difference in occupancy on disk: OpenSSL occupies 412.5 MB while wolfSSL only 47 MB. This difference also affects the compilation and installation time; WolfSSL is compiled and installed in about 3 minutes while openSSL takes at least 10 minutes.

Wolfssl is definitely made for embedded systems, but how much can the data forwarding performance differ?

To answer this question I created two program that exchange data between a Raspberry and a laptop, one for wolfSSL and one for openSSL. In the specification, one of the two reads a file and sends the read content to the other one. The two programs are identical, the only difference are the function calls. One program has the functions of openssl and the other of wolfssl.

For the wolfSSL I used the same certificates and key used in the previous program, while for the openSSL I created a root CA certificate, a server key and a certificate signing request with these commands:

```
openssl genrsa -des3 -out CA-key.pem 2048
openssl req -new -key CA-key.pem -x509 -days 1000 -out CA-cert.pem
openssl genrsa -des3 -out server-key.pem 2048
openssl req ?new ?config openssl.cnf ?key server-key.pem ?out
   signingReq.csr
openssl x509 -req -days 365 -in signingReq.csr -CA CA-cert.pem
   -CAkey CA-key.pem -CAcreateserial -out server-cert.pem
```

Listing 12: openSSL commands

I created these programs to measure the data forwarding time.
The functions under examination are:

```c
void writefile(SSL *ssl, FILE *fp)
{
    ssize_t n;
    char buff[MAX_LINE] = {0};
    clock_t t;
    t = clock();
    while ((n = SSL_read(ssl, buff, sizeof(buff))) > 0)
    {
        total += n;
        if (n == -1)
        {
            perror("Receive File Error");
            exit(1);
        }

        if (fwrite(buff, sizeof(char), n, fp) != n)
        {
            perror("Write File Error");
            exit(1);
        }
        memset(buff, 0, MAX_LINE);
    }
    t = clock() - t;
    double time_taken = ((double)t)/CLOCKS_PER_SEC; // in seconds
    printf("%f seconds to receive data \n", time_taken);
}
```

Listing 13: openSSL function

```c
void writefile(WOLFSSL *ssl, FILE *fp)
{
    ssize_t n;
    char buff[MAX_LINE] = {0};
    clock_t t;
    t = clock();
    while ((n = wolfSSL_read(ssl, buff, sizeof(buff))) > 0)
    {
        total += n;
        if (n == -1)
        {
```

```
        perror("Receive File Error");
        exit(1);
    }
    if (fwrite(buff, sizeof(char), n, fp) != n)
    {
        perror("Write File Error");
        exit(1);
    }
    memset(buff, 0, MAX_LINE);
}
t = clock() - t;
double time_taken = ((double)t) / CLOCKS_PER_SEC; // in seconds
printf("%f seconds to receive data \n", time_taken);
}
```

Listing 14: wolfSSL function

The rest of the code is on github.

For the following test I created 3 files size about 100 MB, 500 MB and 1 GB with these commands:

```
128 MB = ./random.sh 128000000
256 MB = ./random.sh 256
512 MB = ./random.sh 512000000
1 GB = ./random.sh 1000000000
```

Listing 15: openSSL commands

This test is made in my gigabit home network. The time is in seconds. (time also includes writing the file)

The cipher suite used is: TLS_ECDHE_RSA_WITH_AES_256_GCM_SHA384

128 MB	10.48	10.49	10.69	10.55
256 MB	55.03	55.13	55.46	55.21
512 MB	55.03	55.13	55.46	55.21
1 GB	109.05	109.48	111.73	110.09

wolfSSL	time1	time2	time3	average
128 MB	10.48	10.49	10.69	10.55
256 MB	55.03	55.13	55.46	55.21
512 MB	55.03	55.13	55.46	55.21
1 GB	109.05	109.48	111.73	110.09

OpenSSL is more performing than wolfssl; the difference of time is relevant. Only by sending large amounts of data you can see the difference

between them, but wolfSSL being born for embedded systems works very well and above all it takes up less space.

6   Conclusion

WolfSSL is a beautiful very well done library. They have a forum where thousand of users report their problems and solutions, in which employees too are very active.

A problem of wolfSSL manual is the lack of some details in some sections, such as in the difference with openSSL and its self-promotion orientation.

I think that this thesis can be a good starter guide to get information about wolfSSL since it is difficult to find material from the non official channels.

It is actively being used in a wide range of markets and products including the smart grid, IoT, industrial automation, connected home, M2M, auto industry, games, applications, databases, sensors, VoIP, routers, appliances, cloud services, and more; since wolfSSL is widely employed at a corporate level, there is a great lack of open source projects on the net.

In the future I intend to carry on this research, also focusing on wolfSSL's other products, such as wolfSSH, wolfCrypt, etc.

References

[1] Official WolfSSL repository
   `https://github.com/wolfSSL/wolfssl`

[2] Official WolfSSL manual

[3] William Stallings. *Cryptography and Network Security Principles and Practice, Global Edition-Pearson (2017)*

[4] Rolf Oppliger. *SSL and TLS: Theory and Practice*